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THE HOUSE OF THE DEAD™

Windows® 95 and Windows® 98
PC CD-ROM

MATURE™ M
CONTENT RATED BY ESRB

85075

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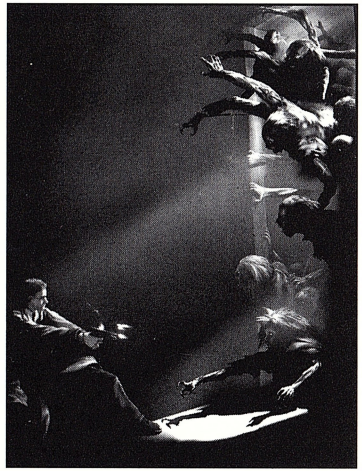


10.17.1998

There have been reports of research personnel missing at the DBR Corporation genetic engineering center. This clandestine laboratory is governmentally funded to conduct experiments into the weapons potential of artificially-generated and sustained life forms. Due to the sensitive nature of the research, news of the disappearances was not made public.

YES. ONE MUST TAKE CARE NOT TO STARTLE THE SHEEP BEFORE THE SLAUGHTER. THE ADRENALINE SPOILS THE FLAVOR OF THE MEAT.

12.18.1998

A team of special operatives was dispatched to the laboratory to investigate suspicious activities by Dr. Curien, the former director of DBR. The following is a transcript of the garbled final transmission from the team:
"...Dr. Curien's project is in its final stages...if the media gets a hold of...What the...? Request immediate backup...we're getting creamed out here...the research staff is in danger..." (transmission ends)

THEY LEFT OUT THE PART WHERE HE STARTED SCREAMING - "OH NO...GET IT OFF ME! IT'S EATING MY BRAINS!"

12.20.1998

The decision has come down from above to send two of the best agents, Thomas Rogan and 'G,' to investigate the status of the missing research staff and the team of operatives. Agent Rogan has taken a special interest in the case as his fiancee, Sophie Richards, is employed by DBR...

...AND HE ALREADY PUT MONEY DOWN ON THE RING.

Mission Objectives

1) Determine the nature of Curien's research.
2) Conduct a sweep of the site and confirm the status of the research staff and special ops team.
3) Take defensive action as appropriate.
4) Assist any survivors.

SURVIVORS? THERE WEREN'T EVEN ANY LEFTOVERS. BUT WE'D LOVE TO HAVE YOU FOR DINNER. DR. CURIEN

SYSTEM REQUIREMENTS

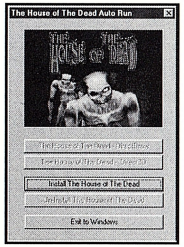
Operating system:	Windows® 95 or Windows® 98
CD-ROM:	2x (4x recommended)
Minimum CPU Type:	Pentium® processor 133 Mhz, AMD K5® processor 133 Mhz,or Cyrix 6X86® processor 133 Mhz
Sound Card:	Sound Blaster® or compatible
Memory:	16MB
Other:	Keyboard, Mouse, Windows® 95 or Windows® 98 Compatible joystick or Game Pad
Graphics:	SVGA, 16 bit colors (8 bit required)

STARTING UP

THE HOUSE OF THE DEAD runs under Windows® 95 or Windows® 98 only.

To Play THE HOUSE OF THE DEAD under Windows® 95 or Windows® 98, follow these steps:

1. **Place the THE HOUSE OF THE DEAD CD in the CD-ROM drive, label side up. Close the tray.**
2. **After a few moments, a dialog box will appear, giving you a choice of options.**

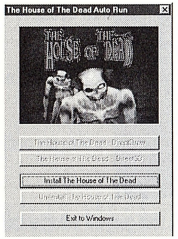


The first time you insert the THE HOUSE OF THE DEAD CD-ROM, the dialog box will give you the option of installing the game or exiting the program. Select INSTALL to begin the installation process. If you do not wish to install THE HOUSE OF THE DEAD at this time, select CANCEL.

Under Windows® 95 or Windows® 98, the THE HOUSE OF THE DEAD installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, THE HOUSE OF THE DEAD will create a new program group called THE HOUSE OF THE DEAD and place the THE HOUSE OF THE DEAD program in that group.

WELCOME SCREEN

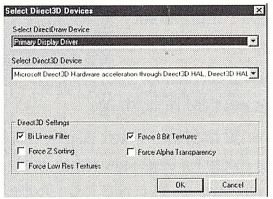
Here you elect to Play, Uninstall and/or Exit the THE HOUSE OF THE DEAD program.



Once THE HOUSE OF THE DEAD is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Cancel. See "Using Menus," below for more information on starting or resuming games.

INSTALLATION

1. **Get Destination Path:** Choosing directory where you want to install game.
2. **Direct X:** THE HOUSE OF THE DEAD uses Microsoft Direct X5. (Direct X has been known to overwrite certain video and sound drivers improperly). If you already have Direct X5 installed, choose "Do not install Direct X." If you do not have Direct X5 installed, choose "Install Direct X." If you experience any video or sound problems with THE HOUSE OF THE DEAD, go to the trouble shooting section of this manual on page 21.



Direct 3D: THE HOUSE OF THE DEAD supports Direct Draw and Direct 3D settings. If you have certain high performance 3D accelerator cards, you will be able to select the Direct 3D version of THE HOUSE OF THE DEAD. The first time you run the D3D version of THE HOUSE OF THE DEAD, a D3D dialogue box will appear. This is where you set your D3D settings. You will also be able to toggle the following Direct 3D Options (select D3D Options in the Settings Menu to toggle these options):

Bilinear Filtering - Makes the graphics even crisper and more detailed.

Force Z Sorting - Sorts the way objects are drawn in the foreground. Some 3D cards support this and some don't.

Force Low Resolution Textures - Choose between high resolution and low resolution textures. If you check the box you will have low resolution.

Force 8 Bit Textures - Choose between 8 or 16 bit textures.

Force Alpha Transparency - Use Alpha Blending to see through semi transparent objects.

Perspective Correction - Fixes popping or warping of textures as views and angles change.

Note: Some 3D cards will not work properly with Direct 3D. Please choose the Direct Draw version, or try updating your video drivers or refer to the troubleshooting section on page 21.

Direct Draw - use this display option if you have trouble with Direct 3D or do not have a 3D accelerator card.

DISPLAY SETTINGS

Customize the display settings to optimize performance on your PC:

Screen Area - Choose from 320X240 Low Resolution to 640X480 High Resolution. (Some video cards will also allow resolutions between 320X240 and 640X480). Direct Draw version only.

Difficulty - Do you want Easy, Normal, or Hard Difficulty?

Life - Choose the number of lives per credit of play.

Continues - Select up to 9 credits.

Auto Reload - Your gun will automatically reload when you are out of bullets.

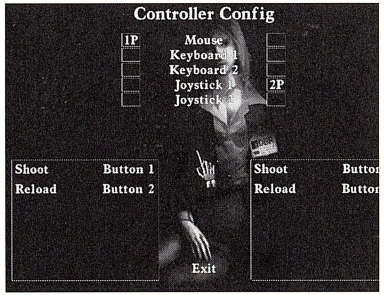
Blood Color - Does the zombie you just splattered on the wall bleed in Red, Blue, Yellow, Green or Purple?

Sound Effects Volume - How loud do you think it should be?

Music Volume - Choose to hunt zombies with or without a soundtrack.

Controller Configuration - Will you use a Mouse, Keyboard or Joystick?

CONTROLLER CONFIGURATION



Mouse: To shoot with the Mouse, click with LEFT or First Button. To Reload, click with RIGHT or Second Button.

Keyboard 1 & 2: Two players can play on the same Keyboard.

Keyboard 1 or Right Side of Keyboard Controls

Num Pad 8	UP
Num Pad 2	DOWN
Num Pad 4	LEFT
Num Pad 6	RIGHT
Spacebar	SHOOT
Enter	RELOAD

Note: If you have trouble, check to see that the Num Lock is OFF.

Keyboard 2 or Left Side of Keyboard Controls

Button W	UP
Button X	DOWN
Button A	LEFT
Button D	RIGHT
Tab	SHOOT
Control Key	RELOAD

Joystick 1 & 2:

Button 1	SHOOT
Button 2	RELOAD

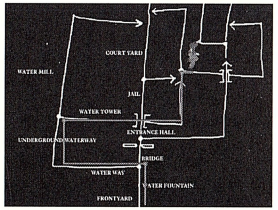
Use Direction Pad or Joystick to control, LEFT, RIGHT, UP and DOWN motion.

"WELCOME TO MY ESTATE. I TRUST YOU'LL FIND YOUR STAY HERE A PLEASANT ONE. I'M AFRAID I WON'T BE ABLE TO COME GREET YOU PERSONALLY, BUT I'VE SENT SOME OF MY CREATIONS TO MAKE YOU FEEL RIGHT AT HOME. I'VE PREPARED SOME WONDERFUL SURPRISES FOR YOU. HERE'S HOPING YOU ENJOY THEM."

"I LEAVE YOU WITH THESE INSTRUCTIONS IN THE HOPES OF MAKING THIS AN ENRICHING EXPERIENCE FOR ALL INVOLVED. YOU SEE, I'M A FIRM BELIEVER IN THE VALUE OF AN EDUCATION. A BRAIN IS A TERRIBLE THING TO WASTE."

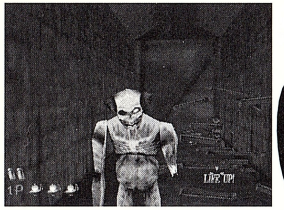
Reloading

They might get away with a bottomless cup of bullets in the movies, but this is reality; sometimes your gun runs dry. When it does, the message RELOAD appears on screen. Press the Reload button on your Mouse, Keyboard or Joystick.



Forking Paths

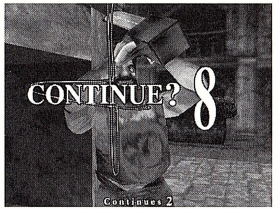
In Arcade and PC modes, the course of the game changes depending on how you play. There are several crucial turning points in each stage where your actions determine the course. The paths will lead you into different parts of the DBR grounds. Some paths are easier than others; pay attention as you fight your way through each stage to discover which route is the best for you.



"SOME OF THE OTHER UNDEAD GO FOR VARIETY – AMYGDALA, PINEAL GLAND, CORPUS CALLOSUM – BUT ME, I'M STRICTLY A MEDULLA OBLONGATA MAN. IT'S BRAINSTEM OR NOTHING FOR THIS ZOMBIE."

Hidden Items

When you're not occupied by the armies of undead, try shooting barrels, skulls and other likely containers that appear in the background. They occasionally contain hidden items, such as Life Ups, that will help you in your fight. Shoot an item you have uncovered to acquire it.



Game Over and Continue

Each time you get hit by an enemy, or shoot an unlucky innocent, you lose a Life. When you lose your last life, the game ends. If you have a Continue remaining, you can continue the game from the point where you lost your last Life. The number of Continues per game can be set in Options (page 12). When you run out of Continues, it's Game Over. Only the dead never die.

Name Entry

If you finish a game in any mode with a record score or time, the Name Entry screen appears, letting you enter your initials.

Gunsight
Indicates the current position of your gun's aim.

Rounds Left
The number of bullets left in your gun.

Life Torches
Shows how many more times you can stand being hacked, bludgeoned, chewed on and gouged before you succumb to your wounds.

MODES

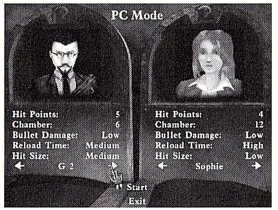
Arcade

After you select Arcade from the Mode Select screen, the Arcade opening movie begins to roll. Press Fire to skip this brief intro sequence and jump feet first into the bloodbath. After the intro, the game begins. A second player can join a game in progress by pressing the second player's fire button.

The object of the game is to rescue the DBR staff, and fend off the hordes of undead and other bio-engineered nasties. You're armed with a weapon with the stopping power to drop any zombie in its tracks (if you shoot it enough times). As in real life, shots to some body parts are more effective than others - try to aim for each monster's weak point and put the thing down fast. When you get hit by an enemy attack, or shoot a hapless DBR staffer, you lose a Life Torch, so choose your shots wisely.

"NOTE: YOU MAY EXPERIENCE SLIGHT DISCOMFORT OR WOOZINESS AS YOUR HEART AND PULSING VISCERA ARE TORN OUT THROUGH YOUR RIBCAGE."

To Exit the game, hit (Esc) or choose Quit from the Mode Selection Screen. Hit (Esc) or (P) and you will be given the option to Exit or Pause.



PC Mode

When you select PC from the Mode Select screen, the PC Mode Character Select screen appears. Choose the Left or Right Arrows to scroll through the characters, and choose Start to select. Each character's ratings in different vital areas appear on screen.

Hit Points : The number of Life Torches the character begins with.

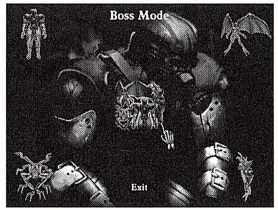
Chamber : The number of rounds the character's weapon holds.

Bullet Damage : The amount of damage inflicted by each shot.

Reload Time : The relative speed at which the character can reload.

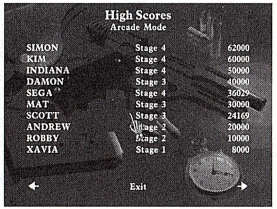
Hit Size : The size of the character's gun's blast. A bigger Hit Size makes it easier to hit your target.

The PC gameplay is essentially the same as that in Arcade Mode (page 10).



Boss Mode

The Boss Select screen appears when you select Boss Mode from Mode Select. Select the Boss you want to practice against, or Fight All to face each stage boss in order. The object is to defeat each boss in the shortest time possible.

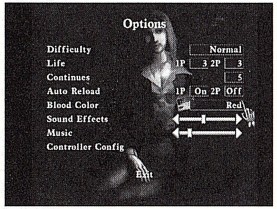


"HEY GREAT, HEMORRHAGE! MY FAVORITE FLAVOR!"

Arrow Keys UP or DOWN. Press the Arrow Keys LEFT or RIGHT, to make changes in a highlighted option. Press Spacebar or the Enter key on the Keyboard to enter a highlighted Options subscreen. Press the Reload Button, or the Escape Key to return to Mode Select.

Rankings

Rankings lets you view the top scores for Arcade and PC modes, and the best finishing times in each Boss Mode Level. Press the Arrow Keys LEFT or RIGHT, to move to a new Rankings page. Press Escape to return to Mode Select.



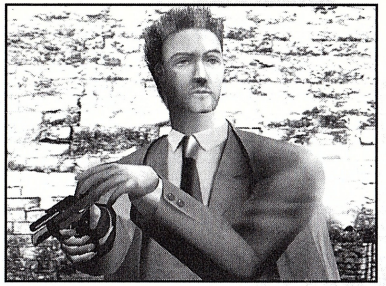
"FIRST OF ALL – DO NOT PANIC – IT IS NATURAL AND EVEN HEALTHY FOR YOUR BODY TO BLEED WHEN PUNCTURED."

Options

The Options screen appears when you select Options in Mode Select. Highlight option choices by pressing the

CHATEAU ROGAN NO. 9
"THIS BIG JUG RED GREETS YOU WITH A FIRM ATTACK – FLESHY AND FULL OF EXTRACT. PLENTY OF BODY WITH OVERTONES OF HEMOGLOBIN AND A RICH PLASMA ROBUSTNESS, BUT NEVER LUMPY OR CLOTTED. ITS CHALLENGING NOSE IS BOLD AND SAGUINARY, WITH AN AGGRESSIVE CHARACTER THAT DEMANDS YOUR FULL ATTENTION. A LONG, EXTRAORDINARY 'SERUMY' FINISH COMPLETES THE OVERALL EFFECT, MAKING THIS A MUST-DRINK FOR CONNOISSEUR AND NEOPHYTE ALIKE. SERVE WITH FAVA BEANS."

APPEARANCE:	4/5
NOSE:	22/25
FLAVOR:	27/30
COMPLEXITY:	8/10
BALANCE:	8/10
FINISH:	14/15
OVERALL IMPRESSION:	4/5
TOTAL EVALUATION:	87/100



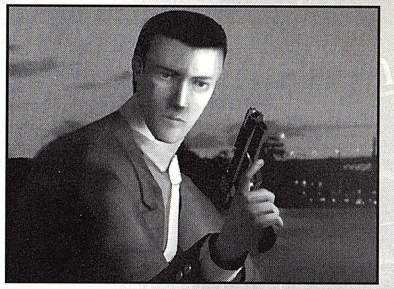
Thomas Rogan

Height:	6'3"
Weight:	185lbs.
Hair:	Blond
Eyes:	Blue/Gray
Sex:	Male
Age:	32
Service:	AMS
Codename:	Eager Eagle

Agent Rogan has proved his dedication countless times under trying conditions. Despite his reputation for being a hothead, he displays keen judgment and decision-making under fire. Rogan recently became engaged to DBR employee Ms. Sophie Richards, and has met Dr. Curien several times in the past.

LIQUOR SANGUINIS DELLA G
"A DRY BUT FILLING PUCKERY MOUTHFEEL WITH AN INTRIGUING GOUT DE PIERRE A FUSIL CHARACTERIZES THIS SMALL VARIETAL WHITE. ITS PROBLEMATIC, POSSIBLY OVERCOMPLEX BODY MAY TAKE YOU OFFGUARD WITH THE DEPTH OF ITS LEUKOCYTE FINESSE AND UNDERLYING METALLIC PRICKLE. THE HIGH GLOBULIN COUNT RECOMMENDS THOROUGH DECANTING, LEST THE FLAVOR BECOME MEDICINAL. IN ALL, A RESPECTABLE TABLE BLOOD, AT ITS BEST WITH PASTA, FISH AND EVEN PIZZA FOR THE ADVENTUROUS PALATE."

APPEARANCE:	3.5/5
NOSE:	20/25
FLAVOR:	25/30
COMPLEXITY:	8/10
BALANCE:	7.5/10
FINISH:	13/15
OVERALL IMPRESSION:	4/5
TOTAL EVALUATION:	81/100



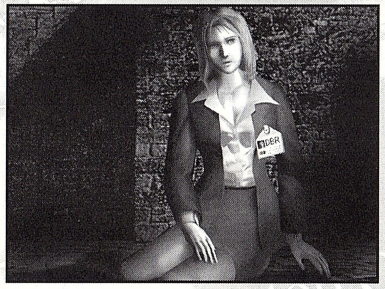
"G"

Height:	6'1"
Weight:	170lbs.
Hair:	Black
Eyes:	Brown
Sex:	Male
Age:	Unknown
Service:	AMS
Codename:	Silver Fang

"G" is approximately 35 to 40 years of age, but little else is known of Agent Rogan's partner's shadowy past. He devotes himself fully to the prosecution of his duties with an objectivity and preciseness that has been described as digital.

RICHARDS BLUSH PETITE
"FRESH, YOUNG, AND CLEAN – BEGS TO BE DRUNK! THE CHARMING AROMA BEGGARS DESCRIPTION: LAYERS OF JAMMY PLATELETS, LYMPH, VENOUS GORE, BETA GLOBULIN, AND A ROUND, UNCONTRIVED PLUMMY AFTERGLOW. THE FLAVOR MORE THAN LIVES UP TO THE PROMISE OF THE NOSE; LUSH, SEDUCTIVE AND SUPPLE. PERHAPS A TRIFLE BLOWSY, BUT NOT OVER-RICH. A CORPUSCULAR, SMOOTH MOUTH-FEEL LEAVES THE TONGUE ACHING FOR MORE. THIS MAY BE THE PERFECT LIBATION FOR THE HOLIDAY FEASTING SEASON. VERY HIGHLY RECOMMENDED INDEED."

APPEARANCE:	5/5
NOSE:	24/25
FLAVOR:	29/30
COMPLEXITY:	9/10
BALANCE:	10/10
FINISH:	14/15
OVERALL IMPRESSION:	5/5
TOTAL EVALUATION:	96/100



Sophie Richards

Height:	5'8"
Weight:	Highly Classified
Hair:	Blond
Eyes:	Green/Gray
Sex:	Female
Age:	28
Service:	DBR Corporation

Ms. Sophie Richards is employed as a researcher by DBR, and has recently been working on the top-secret BioReactor project. She is engaged to be married to Agent Thomas Rogan. She may look like just another pretty genius bio-engineer, but she's got spirit too. And she'll need every drop of spunk she can muster to escape Dr. Curien's clutches.

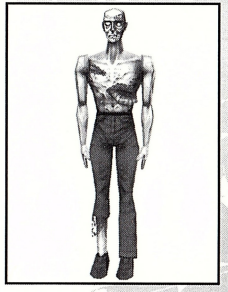
THEY LAUGHED...

Dr. Curien

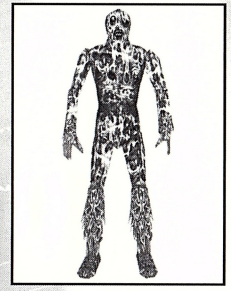
The distinguished Dr. Curien cuts an impressive figure. He was employed for some time by DBR Corp. as research director and is the inventor of the BioReactor system. Before his sudden transformation, he led the DBR research program aggressively and commanded the admiration and respect of his staff, including Sophie Richards. Born of a noble family, Curien lived with his son in a mansion built in medieval times.

"YES!...THESE ARE THE KINDS OF BREAKTHROUGH RESULTS THAT ARE POSSIBLE WHEN EXPERIMENTS ARE CARRIED OUT SCIENTIFICALLY, WITHOUT UNDUE MUSHY SENTIMENT FOR THE HUMAN TEST OR OTHER RIDICULOUS ETHICAL QUALMS..." (JOURNAL ENTRY)

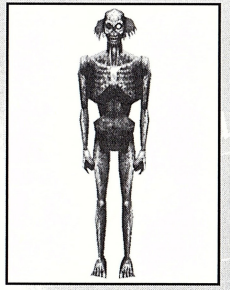
DR. CURIEN



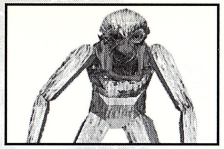
THE SAM SERIES IS WHERE IT ALL GOT STARTED. THE ROTTING-ZOMBIE STAGGER, THE DANGLING INTESTINES, THE LOVELY CYANOTIC BLUE - IN SOME WAYS I CONSIDER IT TO BE MY MASTERPIECE. THAT'S WHY I MADE SO MANY OF THEM. I'VE GIVEN THEM FREE RUN OF THE DBR GROUNDS AND AM SURE THEY'LL GREET YOU WITH HOSPITALITY IN THE BEST CURIEN TRADITION.



I DON'T KNOW EXACTLY WHAT HAPPENED HERE - I WAS REALLY JUST PUTTERING AROUND THE LAB, SEEING WHAT I COULD COME UP WITH WHEN THE EVITAN SERIES JUST KIND OF POPPED UP. I LIKE TO CONSIDER IT A LEARNING EXPERIENCE, NOT A MISTAKE. GRANTED, THEY'RE HIDEOUSLY UGLY AND THEY SMELL AWFUL WHEN THEY MELT - BUT THEY HAVE SOME FLAWS AS WELL. FOR ONE THING, I CAN'T KEEP THEM OUT OF THE SWIMMING POOL.

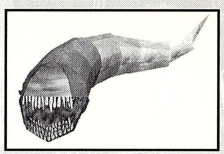


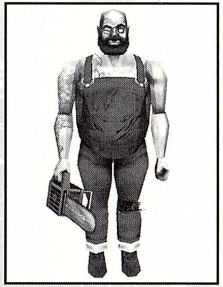
AFTER MY EXPERIENCE WITH THOSE GLOPPY EVITANS, I DECIDED TO TRY OUT SOMETHING A LITTLE DRIER FOR A CHANGE. SO I COOKED UP THIS MUMMY SERIES, LOOSELY BASED ON A JAPANESE MODEL I RAN ACROSS IN A TRADE JOURNAL. THEY SEEM TO FAVOR HUMID SPOTS TO KEEP FROM DRYING OUT, AND THEY PREFER TO ATTACK BY BITING. BUT THEN AGAIN, WHO DOESN'T?



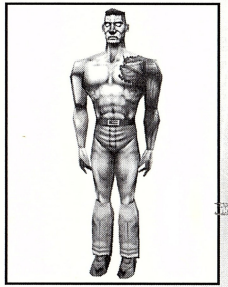
You say you want killer monkeys? Consider it done.

Into maggots, you say? Maggots we got!



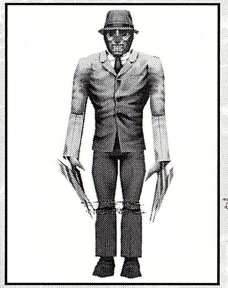


The Samson series is a beefed-up reanimated cadaver with sturdy meat construction. It takes more than just one gaping head wound to bring down one of these workhorses. And just hand one a chain saw and look at it go – it's like a kid with a new toy on Christmas morning – just more blood. It makes this old man's heart swell to think that I could bring that kind of joy into the world.



Hey kids – Now you can make your own Simon zombie at home!

Ingredients: Puree 280 lbs. of canned ham, 4 quarts of recombinant DNA and a pinch of Doc Curien's animating powder. Jolt with 2.5 gigawatts to a gluey consistency. Cool in a mold, 6–8 hours, until gelled. Garnish with teeth and fingernails – And serve.



The Rubin model is a prototype from what I like to think of as my 'creative phase'. I guess I went a little overboard – the skintight suits, the claws, the leather masks and snap brim hats – what was I thinking? But they're vicious little thugs that don't know how to say die, and you really can't argue with that kind of tenacity.

Gameplay Hints

"I was there when the action got hot at Dunwich and I saw my share of horror scenes on the Miskatonic delta, so listen hard to what I'm going to say - I know what I'm talking about. To fight the undead, you've got to learn to think like the undead, and that means one thing - no hesitation."

"Now I know you've been trained in crisis negotiation, non-lethal restraint and maintaining feel good relations with the public. It's enough to suck the fight right out of you. But all that happy horsewash goes out the window when you're battling subhuman zombies - now it's time to go high-caliber and leave some exit wounds you can be proud of."

"Every monster has a weak spot and it's usually its brain. Put one between the eyes and drop the monster with a single shot, but try to avoid getting hit by the spray. Kill the head and the body will die - eventually."

"If there aren't many zombies around and you have time to get creative, try shooting off all four limbs for a change of pace. The number of destructive combinations are almost endless. With the power of today's technology, your only limit is your own imagination."

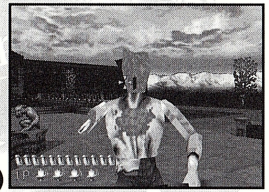
"Try not to shoot the hostages; it costs you a Life and the paperwork is endless. And occasionally a grateful survivor will give you an extra Life Torch as an expression of thanks."

"Keep your eyes peeled for turning points where your route gets decided. One pull of the trigger at a critical moment could mean the difference between slogging your way through a path hip-deep in brain-hungry cadavers and a cakewalk to the stage end. Trust your gut, and learn from experience."

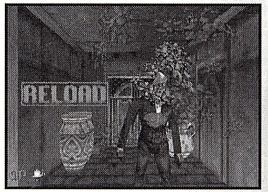
"When you've cleared an area of monsters, shoot at objects in the background. You may uncover some items to help you in your fight. Shoot an item to pick it up. But don't get caught with an empty clip - zombies have a knack for jumping out of the shadows at the worst times."

A.M.S. HALL OF FAME

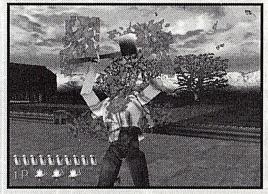
Here are some of the winning shots from past years of the department's prestigious 'Golden Frog' sharp shooting competition, held annually to reward marksmen for demonstrating their zeal in the name of justice above and beyond the call.



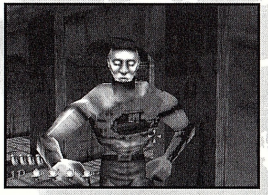
First the chest, next an arm, then the top half of the head! That's pro shooting!



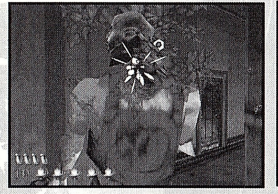
Note the symmetry of the cloud spraying up from the neck - judges just love that kind of attention to detail.



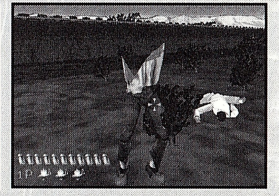
Subject failed to respond when ordered to "Drop the hatchet and back away slowly."



Choose your targets - using a single well aimed round, this shooter was able to generate a hole you could parallel park in.



Big points for the level of difficulty on this shot. You try separating the eye from the forehead sometime. It's harder than it looks.



In the words of this top-notch agent, "It's like sculpture. You have to find the image within the formless mass and set it free."

TROUBLE SHOOTING

Question #1: Does THE HOUSE OF THE DEAD require an MMX processor, or will it work on a Pentium-class processor?

Answer:
THE HOUSE OF THE DEAD will work with either an MMX processor in your computer or a native Pentium class processor without MMX. THE HOUSE OF THE DEAD is also compatible with AMD and Cyrix brand processors.

Question #2: After installing the game, I am experiencing Video problems. What could have caused this and how can I fix it?

Answer:
What most likely happened is Microsoft's Direct X overwrote your video drivers. Since THE HOUSE OF THE DEAD uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:
1) Double Click on the "My Computer" icon.
2) Double Click on the "Control Panel" icon.
3) Double Click on the "Add/Remove Programs" icon.
4) Choose Direct X Drivers and then hit the Add/Remove Programs Button.
5) Click on the "Restore Display Drivers" button.
If this does not fix your video issue, you should download the latest Direct X compatible video drivers from your video card manufacturer's web site.
Here is a list of certain video cards which require special Direct X drivers to be downloaded from your video card manufacturer's web site:
1. Some ATI brand video cards (www.atitech.com)
2. Chips and Technologies (www.chips.com)
3. Diamond Multimedia (www.diamondmm.com)
4. Matrox (www.matrox.com)
5. Number 9 (www.nine.com)
6. Simply the Best (www.stb.com)
7. Silicon Integrated Systems "SiS" (www.sis.com.tw)
8. Tseng Labs (www.tseng.com)
If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #3: I get sound effects, but no music during gameplay? How do I fix this?

Answer:
The music in THE HOUSE OF THE DEAD is CD Audio. You should try to play tracks 2 or higher on THE HOUSE OF THE DEAD CD-ROM to see if your CD audio is properly set

up. If you cannot hear the CD Audio under the Windows 95 CD Player (Start Button(Programs(Accessories(Multimedia(CD Player), you need to:
1) Make sure that the CD Audio volume is not muted (under Windows 95 Volume Control)
2) Make sure that your CD-ROM drive is connected to your Sound Card.

Question #4: During gameplay, I get CD Audio, but no Sound Effects. How do I fix this?

Answer:
1) Make sure that the Sound Effects volume is not muted (under Windows 95 Volume Control)
2) Direct X could have overwritten your Sound Drivers. Since THE HOUSE OF THE DEAD uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:
1) Double Click on the "My Computer" icon.
2) Double Click on the "Control Panel" icon.
3) Double Click on the "Add/Remove Programs" icon.
4) Choose Direct X and then hit the Add/Remove Programs Button.
5)Click on the "Restore Audio Drivers" button.
If this does not fix your sound issue, you should download the latest Direct X compatible sound drivers from your sound card manufacturer's web site. Here is a list of certain sound cards which require special Direct X drivers to be downloaded from your sound card manufacturer's web site:
1) Aztech Labs - standard in most Packard Bell computers (www.aztechca.com)
2) Crystal Semiconductor (www.crystal.com)
3) MWAVE (http://watson.mmb.sfu.ca/new.html)
4) OPTi (www.opti.com) or (ftp://ftp.opti.com/pub/multimed/)
5) Sound Blaster 64 AWE or Sound Blaster 32 AWE (www.soundblaster.com)
If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #5: I inserted THE HOUSE OF THE DEAD CD into the drive and am getting a message: "Line 253 = COMMON..." and the game will not install - what do I do?

Answer: The solution is to download the Windows 95 CD-ROM drivers from your CD-ROM drive either from your CD-ROM manufacturer or from www.windows95.com.

Question #6: How can I optimize THE HOUSE OF THE DEAD to run faster on my PC?

Answer:
We have included several PC specific options to allow you to get the best performance possible on the PC. Some ways of making THE HOUSE OF THE DEAD run faster are:
1) Make sure you have the proper Direct X video drivers - this is the #1 cause of slow down. (See answer to Question #2)
2) Make sure all other programs are closed or disabled.
3) Try playing in low resolution or 256 colors.

Question #7: I am having trouble hooking up my gamepad/joystick. What do I need to do?

Answer:
THE HOUSE OF THE DEAD uses Direct Input, so all you should need to do is properly configure and calibrate your joystick/gamepad under the Joystick icon in the Windows 95 control panel. Once you have done this, start THE HOUSE OF THE DEAD, go to the Options Menu in the menubar and choose "Device Settings." Choose the input method you want to use "Keyboard, Joystick and Keyboard, 2 Joysticks, Microsoft Sidewinder (both Player 1 and Player 2 can play head to head with MS Sidewinder gamepads), etc.

Question #8: I deleted the House of the Dead and I cannot uninstall or reinstall the game. How do I fix this?

Answer:
Go to My Computer, Right Mouse click on your CD-ROM drive, choose "Open" and then double click on the "THOTDREG" icon. This will allow you to remove The House of the Dead from the registry and you can reinstall the game.

If you have other technical problems or need help, please email us at segapc@sega.com or call our technical supportline at (925) 371-3131.

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